THE ROYAL GAME OF THE OMBRE.

WRITTEN

At the Requeſt of divers Honourable Perſons.

LONDON,
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The Royal Game of the *O'MBRE.*

L'Ombre is a Spaniſh Game at Cards, as much as to ſay, *The Man*: ſo he who undertakes to play the Game, ſayes *Jo ſo l'Ombre*, or, *I am the Man*. And 'tis a common ſaying with the Spaniards, (alluding to the name) that the Spaniſh *l'Ombre* as far ſurpaſſes the French *la Beſte*, as a *Man* do's a *Beaſt*. There are divers ſorts of it, of which, this (which we ſhall only treat of, and which chiefly is in vouge) is called the *Renegado*, for reaſons better ſuppreſt then known.

How many can play at it, and with what Cards they are to play.

There can only three play at it, and they have nine Cards a piece: ſo by diſcarding

the Eights, Nines, and Tens out of the Pack, there remains thirteen Cards in the Stock.

Of the Trump.

There is no turning up Trump, nor no Trump but what the Player pleaſes, the firſt hand having alwayes the choice to play or paſs, after him the ſecond, &c.

Of the Stakes.

For Stakes there are two ſorts of Marks or Counters, the greater and the leſs; for example, if you value the great ones at 12. pence, the leſſer may be pence the piece (and ſo according as you pleaſe) of which great Marks you ſtake each one one for the Game: and the leſſer for paſſing, for the hand, if you be eldeſt, and for taking in, giving for each Card you take in, one Mark or Counter.

Of the names of the Cards, and order in ranking them.

Of the Black Suits.

1. The Spadillio, or Ace of Spades.

2. The

2. The Mallilio, or black Deuces of either ſuit.
3. The Baſto, or Ace of Clubs.
4. The King.
5. Queen.
6. Knave.
7. Seven.
8. Six.
9. Five.
10. Four.
11. And Three.

Of the Red Suits.

1. The Spadillio, or Ace of Spades.
2. The Mallilio, or Sevens of either Suit.
3. The Baſto, or Ace of Clubs.
4. The Punto, or Ace of Hearts or Diamonds according as they are Trump.
5. The King.
6. The Queen.
7. The Knave.
8. The Deuce.
9. The Three.
10. The Four.
11. The Five.
12. The Six.

Obſervations.

By this you ſee firſt that the *Spadillio*, or Ace of Spades is alwayes the firſt Card, and alwayes Trump, be the Trump what ſuit ſoever; and the *Baſto*, or Ace of Clubs alwayes the third. Secondly, that of Black, there are but eleven Trumps, and of Red twelve. Thirdly, that the Red Ace enters into the fourth place when it is Trump, and then is called the *Punto*, otherwiſe 'tis only rank'd after the Knave, and is only call'd the Ace. Fourthly, that (excepting the Deuces of Black, and Sevens of Red, which are call'd the *Mallilio's*, and are alwayes the ſecond Cards when they are Trumps) the leaſt ſmall Cards of the Red are alwayes beſt, and the greateſt of the Black.

Of the Matadors.

The *Matadors* or killing Cards, as the *Spadillio*, *Mallilio*, and *Baſto*, are the three chief Cards, and for theſe, when they are all in a hand (elſe not) the others pay three of the greater Marks or Counters the piece; and though there be no counting the *Matadors* without theſe three, yet theſe three for foundation, you may count as

many

many as you have Cards in an interrupted ſeries of Trumps; for all which the others are to pay you one Mark or Counter, the piece, even to nine ſometimes.

Of taking in, and the order and manner of it.

1. Who has the firſt Hand, has choice of playing the Game, of naming the Trump, and of taking in as many or as few Cards as he pleaſes, and after him the ſecond, *&c.*

2. Having once demanded whether any one will play *without taking In*, you oblige your ſelf to take in, though your Game be never ſo good: wherefore you are well to conſider it before.

3. If you name not the Trump before you look on the Cards which you have taken in, any other may prevent you, and name what Trump they pleaſe.

4. If (as it often happens) you know not of two Suits which to name Trump; *e. g.*. with the two black Aces you have three Trumps of either ſorts: Firſt, the Black Suit is to be preferr'd before the Red, becauſe there are fewer Trumps of it. Secondly, you are rather to chooſe that Suit of which you have not the King, becauſe beſides your three Trumps, you have a King, which is as good as a fourth.

5. When you have the choice of Going in three *Matadors*, or the two Black Aces with three or four other Trumps, if the Stakes be great, you are to chuſe this laſt, (as moſt likely to win moſt Tricks) if it be but a ſimple Stake, you are to chuſe the firſt; becauſe the ſix Counters you are to receive for the *Matadors*, more then equavaleis the four or five, you loſe for the Game.

Obſervations.

1. He is to ask *if any will play without taking in*, (when they have the choice of thoſe who will not.) Secondly, he is never to take in, or play, unleſs he have three ſure Tricks in his hand at leaſt: To underſtand which the better, we muſt know

The End of the Game

The End of the Game is (as at Beaſt) to win moſt Tricks; whence he who can win five tricks of the Nine, has a ſure Game; or if he win Four, and can ſo divide the Tricks, as one may win Two, the other Three: if not, 'tis either *Codillio* or *Repueſto*, and the Player loſes and makes good the Stakes.

Of the Codillio.

They call it *Codillio* when the Player is beaſted, and another wins more Tricks then he; when this takes up the Stakes, and tother makes it good: where note, that although the other two alwayes combine againſt the Player to make him loſe, yet they all do their beſt (for the common good) to hinder any one from winning, onely ſtriving to make it *Repueſto*.

Of the Repueſto.

They call it *Repueſto* when the Player wins no more Tricks then another: for example, if he win but four, another four, and the third but one, or each of them win three Tricks the piece; in which caſe the Player doubles the Stake, without any ones winning it, and it remains ſo doubled for the advantage of the next Player, &c. whence you may collect, that the Player is as much concern'd in making *Repueſto*, in caſe of neceſſity, as any of the reſt, by which means the Stakes oftentimes increaſing to a conſiderable ſumme, the Player is to be very wary what Games he playes.

What Games are to be played.

One is never to play unleſs he have three ſure Tricks in his hand at leaſt, as we have ſaid before; as the three *Matadors*, or ſix or ſeven good Trumps without them; where note, the Kings of any Suit are alwayes accounted as good as Trumps (ſince nothing but Trumps can win them) mean while all other Cards but them and Trumps, are to be diſcarded.

Obſervations.

He who playes having taken in, the next is to conſider the goodneſs of his Game, and to take in more or leſs, according to his Game is probably like to prove good or bad, alwayes conſidering, that 'tis as much his advantage that the third have a good Game to make it *Repueſto*, as himſelf. Neither is any one, for Covetouſneſs of ſaving a Counter or two, to neglect the taking in, that the other may commodiouſly make up his Game with the Cards which he leaves; and that no good Cards may lye dormant in the Stock, except Players playe without taking in when they may refuſe to take in, if they imagine he has all the Game.

Of

Of playing without taking in.

When one has a ſure Game in his hand, he is to play without taking in, when the others are to give him each of them one of the greater rks or Counters, as he is to give them, if he y without taking in, a Game that is not ſure, d loſes it.

Of the Voll.

If you win all the Tricks in your hand, or the *Voll*, they likewiſe are to give you one Mark or Counter the piece; but then you are to declare before the fifth Trick, that you intend to play for the *Voll*, that ſo they may keep their beſt Cards, which elſe ſeeing you win five Tricks (or the Game) they may careleſly caſt away.

Of the Forfeitures.

If you Renounce, you are to double the Stake; s alſo if you have more or fewer Cards then Nine, (to avoid all wrangling or foul play) to which end you are carefully to count your Cards oth in dealing and taking in, before you look n them; beſides according to the Rigour of the

Game,

Game, if you ſpeak any thing that may diſcove. your Game, or anothers(excepting onely *Gagno* as we ſhall declare afterwards) or play ſo,as wittingly to hinder the making it *Repueſto* or *Codillio* (and if ignorantly,you are not fit to play.

Of playing Trumps.

In playing Trumps you are to note, that i any playes an ordinary Trump, and you have onely the three beſt Cards, or *Matadors*,ſingly, or conjointly in your hands, you may refuſe to play them, without Renouncing, becauſe of the priviledge which thoſe Cards have, that none but commanding Cards can force them out of your hands ; as for example, the *Spadillio* forces the *Mallilio*, and the *Mallilio* the *Baſto* ; for all the reſt you are to follow Trump.

Of what you are to ſay.

You are to ſay nothing but onely *I paſs*, or *play*, or *Gagno*, that is, *'tis mine*, ſimply, when you play your Card, to hinder the third from taking it ; or *Gagno de l' Re* when you play your Queen to hinder them from taking it with the King, &c. but this you cannot ſay till it come unto your turn.

General

General Rules.

'Tis impoſſible to provide againſt all accidents in the Game, onely theſe general Rules may be obſerv'd in playing: Firſt, the chiefeſt Art conſiſting in knowing the goodneſs of ones Game, and how it may be improved to the beſt) one is never to win more then one trick, if they cannot win more then two, becauſe of the advantage they give the Player by it in dividing the tricks. Secondly, you are alwayes to win the trick from the Player if you can, unleſs you let it paſs for more advantage, wherein note the ſecond is to let paſs to the third; if he have the likelier Game to beaſt the Player, or if he be likely to win it.

Of the Tenaces.

There may be divers advantages in refuſing to take the Players trick, but the chiefeſt is if you have *Tenaces* in your hands, that is, two Cards, which if you have the leading, you are ſure to loſe one of them. If the player lead to you, you are ſure to win them both; for example, if you have *Spadillio* and *Baſto* in your hand, & he have the *Mallillio* & another Trump, if you lead you

you lose one of them; for either you lead your *Spadillio*, and he playes his lesser Trump upon it and wins your *Basto*, the next trick with his *Mallilio*, and so the contrary; whereas if he leads, he loses both; for if he lead his *Mallilio*, you take it with your *Spadillio*, and with your *Basto* win the other Trump; or if he lead with that, you take it with your *Basto*; and then your *Spadillio* wins his *Mallilio*, and 'tis called *Tenaces*, because it so catches you betwixt them, there is no avoiding it, *&c.*

Of the Players playing his Game for his best advantage.

Of this (because every one playes according to his own fancy) I will only say, that if you are not sure of winning five Tricks, but have only the three *Matadors*, (as for example) and Kings be your Auxilary Cards, if you have the leading you are to begin with a *Matador* or two befor you play your Kings, to fetch out those Trump perhaps which might have trumped them; and if you have three *Matadors* with two other Trumps your best way is first to play your *Matadors*, to see how the Trump lie, and if both follow, you are sure that if thre Trump be Red, there remains onely one Trump in their hands; if Black,

Black, none at all; it importing ſo much that the player counts the Trumps, as the miſcounting only one, do's often loſe the Game. In fine, if they have but a weak Game, they are to intimate cunning Beaſt Players, in dividing Tricks, and conſult them in playing of their Cards. And theſe few Inſtructions may ſuffice, leaving the reſt to each one's particular abſervation.

Certain other nice Queſtions there are; as whether any may look on the Tricks to ſee what Cards are played beſide the *Ombre*, or he who playes the Game, which ordinarily is reſolved on the affirmative; or when any Cards are left in the Stock, whether any may look on them or no, which the Table led once, uſually is done. Only obſerve to lay your Tricks Angle-wiſſe, Γ ⊓ ⊐, or N W, to the end that one may ea-eaſily perceive whether they be two, three, or four.

Books Printed for *Thomas Palmer* at the *Crown* in *VVeſtminſter-Hall.*

1. The *Eſſays* and *Counſels* of *Francis* Lord *Verulam.*

2. *Emblems*, *Divine* and *Morall*, by *J. Hall* Eſquire

3. *Zanchy's Body of Divinity*, Tranſlated into *Engliſh* by Dr. *Winterton.* 12.

4. *Levinus Lemnius* Hiſtory of *Generation* and *Nature.*

5. *The Young Clerk's Companion*; or a *Manuall for his daily practice*, by *J. Heath* Barriſter.

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